# VS. BASEBALL™

## GRAND SLAM ACTION! IT'S AMERICA'S FAVORITE PASTIME!

"There's the pitch…it's smashed deep into center field…it's going, going…it's VS. BASEBALL!"

**A GAME OF ACTION. A TEST OF SKILL AND STRATEGY.** Players choose their own teams and step up to the plate in head-to-head competition against the computer or another player. At the controls, players take charge of the action at the plate and on the field. Hits, steals, home runs, double plays—just like real baseball!

And, for the most realistic game play on the market, VS. BASEBALL's interactive dual-screen monitors let players view the action from behind the plate as well as from center field.

**VS. SYSTEM™ KEEPS CUSTOMERS PLAYING.** VS. BASEBALL is the latest offering in Nintendo's new VS. SYSTEM of interchangeable video games. At a fraction of the cost of buying a new game, you can simply update your VS. SYSTEM with new VS. PAK™ game programs. Go for the steal —VS. BASEBALL!

**VS. BASEBALL, part of the VS. SYSTEM— Games that never stop earning.**

Nintendo®

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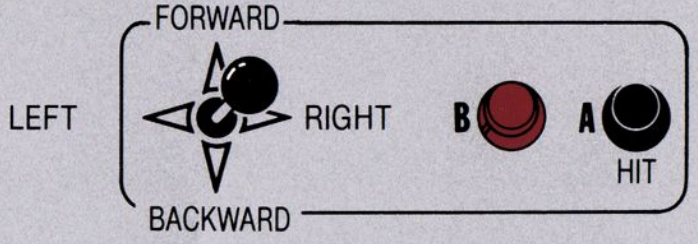
# VS. BASEBALL™

## ■ HOW TO OPERATE

### (OFFENSE)

#### * BATTING

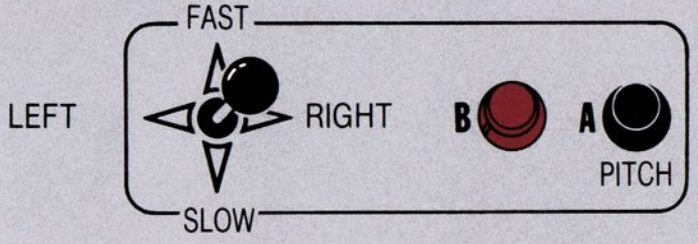
POSITIONING THE BATTER TO HIT:




### (DEFENSE)

#### * PITCHING

CHOICE OF PITCH:




## ■ TO START GAME

PUSH BUTTON ① PLAYER vs. COMPUTER
1 coin — PLAY ONE SCREEN
PUSH BUTTON ② PLAYER vs. PLAYER
2 coins — PLAY BOTH SCREENS

## ■ GAME OVER

GAME IS OVER WHEN POINTS REGISTER 00 (ON RIGHT SIDE)

## ■ HOW TO CONTINUE GAME

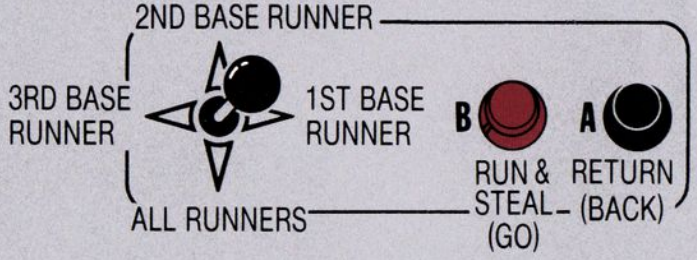
INSERT ADDITIONAL COIN (S) AND PUSH BUTTON ① or ② WHILE "INSERT COIN" IS DISPLAYED.
IN "PLAYER vs. PLAYER", THE PLAYER WHOSE POINTS FIRST REGISTER 00 HAS THE OPTION TO EITHER:

NEW

## HEAD TO HEAD COMPETITION
## PLAY 2 WAYS

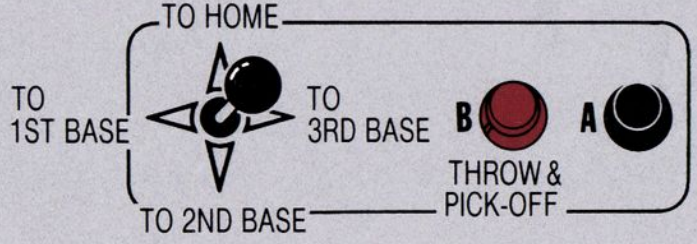
#### * RUN, STEAL AND RETURN TO BASE

INSTRUCT:




#### * THROWING AND PICKING OFF BASE RUNNER

CHOICE OF BASE:




* CONTINUE PLAY BY INSERTING COIN(S), OR
* ALLOW OTHER PLAYER TO COMPETE AGAINST THE COMPUTER. (EXTENDED PLAY)

30 POINTS WILL BE ADDED (+) IN OFFENSE AND SUBTRACTED (−) IN DEFENSE FOR EACH WALK, STEAL, BEAN BALL, HOME RUN AND RUN SCORED.

## ■ BONUS PLAY FEATURE!

PLAYER(S) ARE ABLE TO COMPLETE THE 8TH AND 9TH INNINGS UPON REACHING THE 8TH INNING.

# VS. BASEBALL

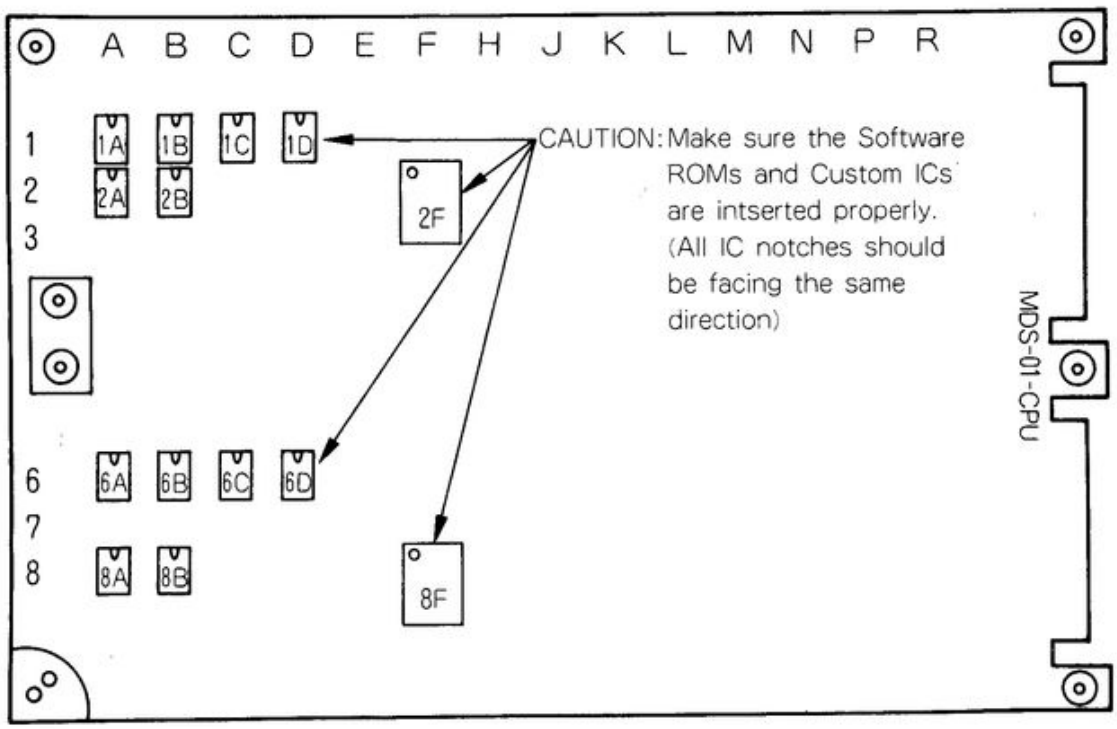
(Operation Manual)

## I. How to install Software ROMs

Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which will indicate the corresponding location on the P.C. Board where it should be installed.

(Label on Software ROM)

"VS. Baseball" contains 12 Software ROMs, and 2 Custom ICs, which have location numbers, 1A, 1B, 1C, 1D, 2A, 2B, 6A, 6B, 6C, 6D, 8A, 8B, 2F and 8F. Each ROM and IC must be mounted into the proper IC Socket.



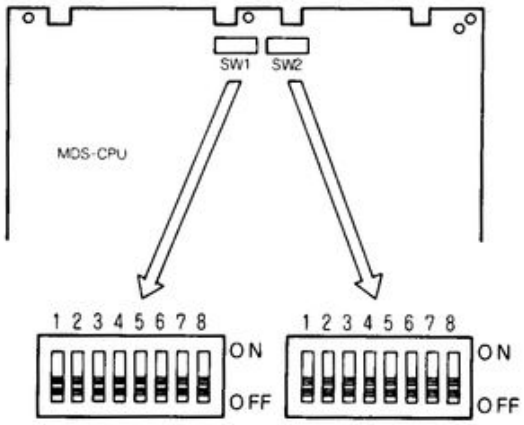

ROM and IC Location P.C. Board

Caution: New Software ROMs or Custom ICs can only be mounted once the old Software ROMs or Custom ICs have been removed from their Sockets.

# 2. Points and methods of adjustment

## MDS P.C. Board

### Game Option Settings




| | | Switch (SW1) Settings | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Player Defense Strength | ( Weak ) 1 | OFF | OFF | | | | | | |
| | 2 | OFF | ON | | | | | | |
| | ↓ 3 | ON | OFF | | | | | | |
| | (Strong) 4 | ON | ON | | | | | | |
| Player Offense Strength | 1 | | | OFF | OFF | | | | |
| | 2 | | | OFF | ON | | | | |
| | 3 | | | ON | OFF | | | | |
| | 4 | | | ON | ON | | | | |
| Computer Defense Strength | 1 | | | | | OFF | OFF | | |
| | 2 | | | | | OFF | ON | | |
| | 3 | | | | | ON | OFF | | |
| | 4 | | | | | ON | ON | | |
| Computer Offense Strength | 1 | | | | | | | OFF | OFF |
| | 2 | | | | | | | OFF | ON |
| | 3 | | | | | | | ON | OFF |
| | 4 | | | | | | | ON | ON |

Note:For Strength Settings, 1 is easy and 4 is hard.

| | | Switch (SW2) Setting | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Game Mode<br>Test Mode | | OFF<br>ON | | | | | | | |
| Coin/Credit | 1 / 1 | | OFF | OFF | | | | | |
| | 1 / 2 | | OFF | ON | | | | | |
| | 2 / 1 | | ON | OFF | | | | | |
| | FREE | | ON | ON | | | | | |
| Initial PTS. Setting | 80 | | | | OFF | OFF | OFF | | |
| | 100 | | | | OFF | OFF | ON | | |
| | 150 | | | | OFF | ON | OFF | | |
| | 200 | | | | OFF | ON | ON | | |
| | 250 | | | | ON | OFF | OFF | | |
| | 300 | | | | ON | OFF | ON | | |
| | 350 | | | | ON | ON | OFF | | |
| | 400 | | | | ON | ON | ON | | |
| Bonus Play | Bonus | | | | | | | OFF | |
| | No Bonus | | | | | | | ON | |
| Attract Music | No Music | | | | | | | | OFF |
| | Music | | | | | | | | ON |

# 3. Test Mode

## (1) Entering Test Mode

Make sure the main power switch is in the "OFF" position.

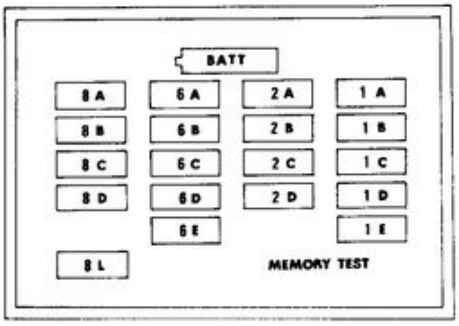
Set for "Test Mode" by the switching Toggle 1 (SW2) on the game P.C. Board to the "ON" position. Now turn the main power switch to the "ON" position.

## (2) Memory Test

All ROM and RAM will be tested automatically, and the test result will be displayed on the Video Monitor, with Green meaning "OK", Red meaning "NG", and Yellow meaning "NOT IN IC SOCKET".

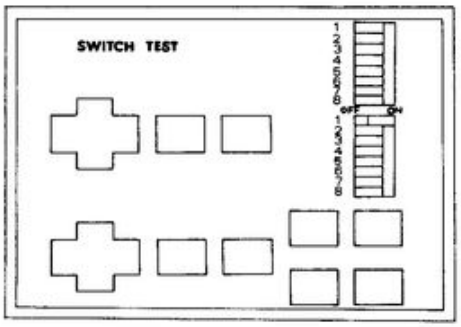
Also, the memory back-up condition can be tested, and the result will be displayed on the Video Monitor as a Battery illustration. On power up, "BATT" section will be Red. Turn the power off for 5 seconds, then turn back on. "BATT" section will now be Green if good, and still Red if not good.

Pressing the Service Switch will step to the next test. ("Switch Test")




## (3) Switch Test

All Control Levers, Game Buttons, and Dip Switches can be tested at this time. The screen should show a picture of the control lever and the game buttons, along with the Dip switch. The picture corresponding to the switch being tested will appear GREEN if in the "OFF" position, and RED if in the "ON" position. The Dip Switch setting are shown on the right side of the screen and indicate which switches are ON and/or OFF. Pressing the service switch will step to the next test. (CRT & Sound Test)



## (4) CRT and Sound Test

a) CRT Test

The test pattern shown in Fig. 1 will appear on the screen. This pattern is used for adjusting color convergence. Moving a control lever up or down will change the test pattern to an all white screen shown in Fig. 2. This pattern is used for adjusting color purity. (screen should be pure white.)
Moving the control lever again will put the first pattern back on the screen, if desired.

b) Sound Test

The different sound circuits can also be tested at this time. Pressing a "B" button or a "1" or "3" button will start a corresponding sound test. To stop the test, press the "A" button or the "2" or "4" button.

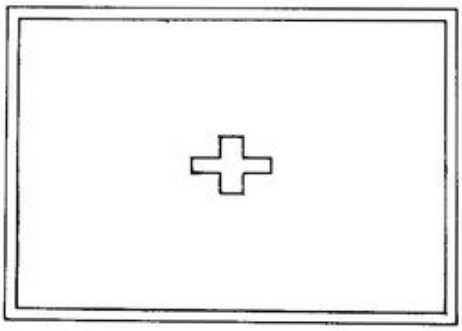


Fig. 1

Fig. 2

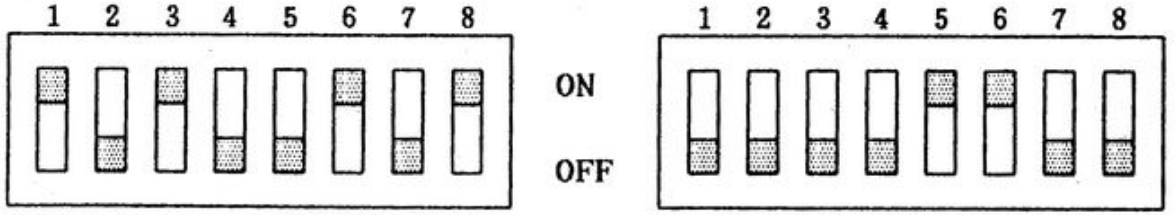
## (5) Return to Game Mode

Turn the main power switch to the "OFF" position. Reset back to "Game Mode" by switching Toggle 1 (SW2) on the P.C. Board back to the "OFF" position. Now turn the main power switch to the "ON" position.

# CAUTION

The suggested factory settings for VS.BASEBALL™ are listed below. It is recommended that you carefully check the DIP switch settings prior to operation.

| SW1 settings | | | | | | | | SW2 settings | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| on | off | on | off | off | on | off | on | off | off | off | off | on | on | off | off |




Please review the DIP switch label for further information.

Nintendo of America Inc.